

Student's Name/Initials

/

Date

Teacher's Initials

Date

## INTRODUCTION TO FASHION DESIGN AND APPAREL CONSTRUCTION

**DIRECTIONS:** Evaluate the student using the applicable rating scales below and check the appropriate box to indicate the degree of competency. The ratings 3, 2, 1, and N are not intended to represent the traditional school grading system of A, B, C, and D. The description associated with each of the ratings focuses on the level of student performance or cognition for each of the competencies listed below.

### PERFORMANCE RATING

3 - can perform task independently with no supervision  
 2 - can perform task completely with limited supervision  
 1 - requires instruction and close supervision  
 N - has no experience or knowledge of this task

### COGNITIVE RATING

3 - can apply the concept to solve problems  
 2 - understands the concept  
 1 - requires additional instruction  
 N - has not received instruction in this area

#### **UNIT A: SAFETY**

3	2	1	N	
—	—	—	—	1. Demonstrate safety skills in the use of equipment, tools, and supplies.
—	—	—	—	2. Arrange and maintain an efficient and safe work area.

#### **UNIT B: CAREER PATHS**

3	2	1	N	
—	—	—	—	1. Explain the basic components of the fashion industry.
—	—	—	—	2. Determine roles and functions of individuals engaged in the fashion industry.
—	—	—	—	3. Explore opportunities for employment and entrepreneurial endeavors, i.e., shadowing, interviewing, mentoring.
—	—	—	—	4. Examine education and training requirements and opportunities for career paths in fashion design and apparel construction.

#### **UNIT C: FIBER AND TEXTILE MATERIALS**

3	2	1	N	
—	—	—	—	1. Select terminology for identifying, comparing, and analyzing common textile materials.
—	—	—	—	2. Identify and evaluate properties of natural and manufactured fibers.
—	—	—	—	3. Describe the characteristics and usage of fabrics.

#### **UNIT D: FASHION DESIGN AND APPAREL CONSTRUCTION SKILLS**

3	2	1	N	
—	—	—	—	1. Demonstrate ability to use technology in apparel and textile design.
—	—	—	—	2. Analyze and apply the elements and principles of design.
—	—	—	—	3. Identify garment styles, features, and terminology.
—	—	—	—	4. Demonstrate garment construction skills. (portfolio)
—	—	—	—	5. Construct a textile or apparel product using a pattern.
—	—	—	—	6. Use appropriate equipment and materials for constructing, cleaning, pressing, repairing, and/or finishing textile products. (1 and 2)

#### **UNIT E: THE FASHION INDUSTRY**

3	2	1	N	
—	—	—	—	1. Assess the cost of constructing, manufacturing, altering, or repairing textile products.
—	—	—	—	2. Research environmental factors that influence merchandising.
—	—	—	—	3. Identify consumer strategies for the selection and maintenance of textile and apparel products.
—	—	—	—	4. Examine apparel for infants and children.

#### **UNIT F: CONSUMER BEHAVIOR**

3	2	1	N	
—	—	—	—	1. Discuss consumer rights and responsibilities.
—	—	—	—	2. Assess the impact of cultural diversity on consumer behavior.